

AMENDMENTS TO THE CLAIMS

1. (Original) A client logic engine-based system for handling calculation and payment of one or more third party fees due to a third party as part of one or more wide area network transactions between a first party and a second party, wherein the first, second and third parties are users of distinct first, second and third nodes, respectively, of the wide area network, the system comprising:
 - a. a wide area network comprising multiple nodes enabling the transfer of transaction data information packets between the first party and the second party; and
 - b. at least one logic engine residing on a node of the wide area network, the logic engine selected from the group consisting of:
 - i. a transaction client logic engine, residing on a node within the wide area network, that: includes rules of logic for the determination of what action is required on transaction data information packets; receives one or more transaction data information packets related to one or more wide area network transactions between the first and the second party; determines what action is required on received transaction data information packets; and based upon said determination, transmits the information packets between a third party fee calculation client agent, if present, and itself, between a third party fee fulfillment client agent, if present, and itself, or between another node of another system of the wide area network and itself;
 - ii. a third party fee calculation client logic engine, residing on a node within the wide area network distinct from the nodes of the first and the second party, that: includes rules of logic for the determination of fees owed to a third party on one or more transactions between the first and the second party; receives one or more information packets from a transaction client logic engine, if present; determines the third party fees owed on the transaction between the first and the second party; and transmits to a transaction client agent, if present, a transaction data information packet including said third party fees owed; and

- iii. a third party fee fulfillment client logic engine, residing on a node within the wide area network distinct from the nodes of the first and the second party, that: includes rules of logic for the determination of fees owed to one or more third parties on one or more transactions between the first and the second party; receives one or more information packets from the transaction client logic engine, if present, containing data for the transfer of transaction funds between the first and the second party; determines the third party fees owed on the transaction between the first and the second party; causes the deduction of the third party fees owing from funds transferred between the first and the second party; and causes the transfer of the third party fees to said one or more third parties.
- 2. (Original) The system of claim 1, wherein at least two of the logic engines are present.
- 3. (Original) The system of claim 2, wherein each logic engine present is located at a node distinct from the other logic engine present.
- 4. (Original) The system of claim 1, wherein all three logic engines are present.
- 5. (Original) The system of claim 4, wherein each logic engine present is located at a node distinct from the other logic engines present.
- 6. (Original) The system of claim 1, wherein the first party is a consumer and the second party is a merchant.
- 7. (Original) The system of claim 6, wherein the wide area network is the Internet.
- 8. (Original) The system of claim 7, wherein the merchant is an on-line merchant having a website resident on a node of the wide area network, the transaction is an on-line electronic transaction conducted over the wide area network, the consumer and the consumer is obtaining a good and or service from the merchant.
- 9. (Original) The system of claim 8, wherein the electronic transaction is selected from the group consisting of a credit card transaction, electronic payment transaction, and an e-commerce payment transaction.
- 10. (Original) The system of claim 7, wherein at least one of the third parties is a government agency and at least one of the third party fees is selected from the group consisting of a use tax, sales tax and value added tax.

11. (Original) The system of claim 10, wherein at least one of the third parties is a logic engine service provider that controls the system and provides for calculation and/or payment of at least one third party fee to the government agency.
12. (Original) The system of claim 11, wherein at least one of the third party fees is a fee due to the logic engine service provider.
13. (Original) The system of claim 12 further comprising a logic protocol that calculates the amount of third party fee due to the logic engine service provider.
14. (Original) The system of claim 13 further comprising a logic protocol that affects payment of a third party fee to the logic engine service provider.
15. (Original) The system of claim 1 further comprising a logic protocol that determines if a transaction data information packet is to be transmitted to the third party fee calculation client agent, the third party fee fulfillment client agent and/or another node of the wide area network.
16. (Original) The system of claim 1 further comprising a logic protocol that determines if third party payment data is to be added to the transaction data information packet, and, if so, adds the payment data.
17. (Original) The system of claim 1 further comprising an authorization and capture client agent.
18. (Original) The system of claim 1 further comprising a service provider fee logic engine, residing on a node within the wide area network, that at least one of: receives one or more information packets from a transaction client logic engine; includes rules of logic for the determination of a third party fee owed to a service provider of the system; calculates the amount of third party fee due to the service provider; and transmits to a transaction client agent a transaction data information packet including said third party fees owed to the service provider.
19. (Original) The system of claim 18, wherein the third party fee due to the service provider is a fixed fee.
20. (Original) The system of claim 18, wherein the third party fee due to the service provider is a prorated or incremental fee.
21. (Currently amended) A transaction client logic engine, residing on a node within the a wide area network, wherein the transaction client logic engine:

- a. includes rules of logic for the determination of what action is required on transaction data information packets;
 - b. receives one or more transaction data information packets related to one or more wide area network transactions between a first party and a second party;
 - c. determines what action is required on received transaction data information packets; and
 - d. based upon said determination, transmits the information packets between a third party fee calculation client agent, if present, and itself, between a third party fee fulfillment client agent, if present, and itself, or between another node of another system of the wide area network and itself; and
 - e. the client logic engine resides on a node with a wide area network.
22. (Currently amended) A third party fee calculation client logic engine, residing on a node within ~~the~~ a wide area network distinct from the nodes of a first party and a second party, wherein the third party fee calculation client logic engine:
- a. includes rules of logic for the determination of fees owed to a third party on one or more transactions between the first and the second party;
 - b. receives one or more information packets from a transaction client logic engine, if present;
 - c. determines the third party fees owed on the transaction between the first and the second party; and
 - d. transmits to a transaction client agent, if present, a transaction data information packet including said third party fees owed; and
 - e. the client logic engine resides on a node with a wide area network distinct from the nodes of a first party and a second party.
23. (Currently amended) A third party fee fulfillment client logic engine, residing on a node within the wide area network distinct from the nodes of a first party and a second party, wherein the third party fee fulfillment client logic engine:
- a. includes rules of logic for the determination of fees owed to one or more third parties on one or more transactions between the first and the second party;
 - b. receives one or more information packets from the transaction client logic engine, if present, containing data for the transfer of transaction funds between the first

- and the second party;
- c. determines the third party fees owed on the transaction between the first and the second party;
 - d. causes the deduction of the third party fees owing from funds transferred between the first and the second party; ~~and~~
 - e. causes the transfer of the third party fees to said one or more third parties; and
 - f. the client logic engine resides on a node with a wide area network distinct from the nodes of a first party and a second party.